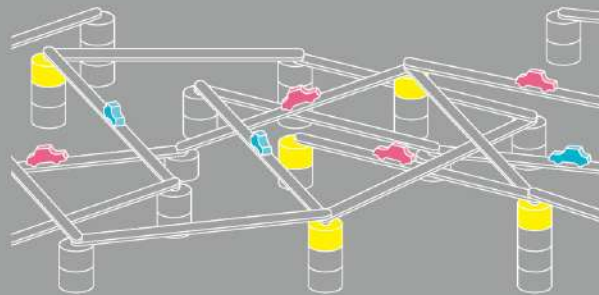


Highway in Tokyo

Tokyo Metropolitan Expressway commenced in 1962 with a mere length of 4.5 km to reduce traffic congestion in central Tokyo. Aiming for completion by the upcoming Tokyo Olympics in 1964, low-cost, open lands were chosen for the construction zone. As a result, the expressway has become unusually complicated with many curves winding through the city. Later, with the completion of loop lines and interconnections, numerous grade separations were installed, which further added to the complexity of the highway. Today, the expressway has a total length of 310 kilometers and forms a distinctive metropolitan highway with no precedents seen in the world. This game is designed based on such history of Tokyo Metropolitan Expressway. The intricate 3-dimensional construction to arise out of the table would fascinate all players of the game. Enjoy the tension, the liveliness, and the sense of accomplishment as you hold your breath and pile up the pieces!



Language JP/EN Time 30min age 8+ players 2

Game concept : Naotaka Shimamoto Game design : Naotaka-Shimamoto / Yoshiaki Tomioka Art direction : Yoshiaki Tomioka Transration and support : Hiroshi Ashikaga / Nozomi Obinata Game tuning : itten

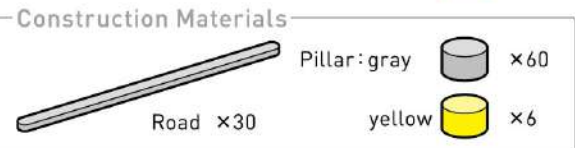
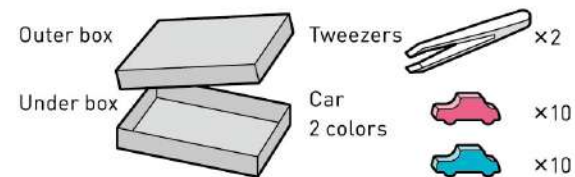
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TOKYO HIGHWAY

2nd EDITION
Instruction Manual

1. Preparations

① Check the game set.

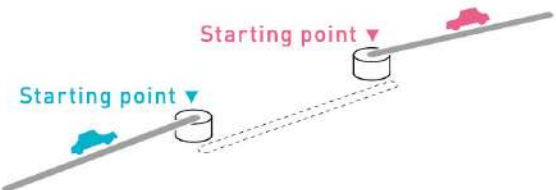


② Each player picks a set of 10 cars and shares all construction materials in half (30 gray pillars, 3 yellow pillars and 15 roads each).

※You may use the cover box to store the cars and construction materials.

③ Each player sets up [1 pillar + 1 road + 1 car] as shown in the illustration. **This is the entrance to your highway.**

Leave space equivalent to 1 road between the pillars.



④ Determine the first player (e.g., rock-scissors-paper).

2. Mission and Object of the Game

Run the cars on your highway by constructing roads against your opponents highway. The first player to complete 10 cars is the winner.

※"running a car" means placing a car on the highway.

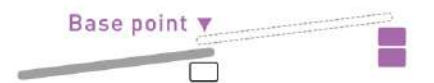
3. Playing the Game

You have three things to do during your turn.

① **Constructing a pillar**

Pick a location to construct a pillar.

You may freely choose the construction point as long as your pillar is reachable from the base point. A base point is the location of the pillar or junction constructed in your previous turn. **The height of the pillar must be 1 above or 1 below the height of the base point. You may not construct a pillar of the same height, 2 stories above or below the height of the base point** (following is an exception- [6. Constructing a Junction]).



② **Constructing a road**

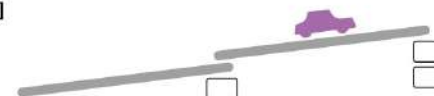
A new road must rest between the base point and the pillar constructed in phase ①.

(For instructions, refer to [4. Road Construction and Cautions])



③ **Running a car on the highway**

For details, please refer to [5. Conditions for Running a Car]



Your turn ends with your opponent's judge.

If there is a problem, it must be sorted out on the spot.

Game goes on repeating ① to ③ alternately.

You may no longer adjust the position of your pillar, road or cars once your opponent constructs a new pillar.

4. Road Construction and Cautions

This game is largely affected by the road placement. Please be cautious of the following points.

① Adjusting road edges on two pillars

The edges of the road must rest on two pillar tops.

◎OK!



×BAD!



▲ Don't stick out

② Connecting road edges on a pillar

Keep the balance when you connect road edges on one pillar top.

◎OK!



On top of each other

◎OK!



Line up

③ No overpassing on pillars

Your road must not cross over any pillar.

◎OK!



×BAD!



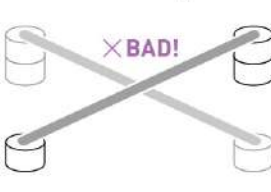
④ Other prohibited acts

Do not connect back to a base point.



×BAD!

A road must not touch other roads and pillars.

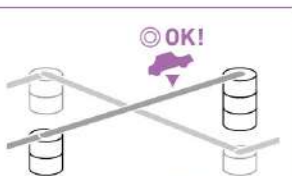


Use the construction materials creatively and construct an awesome highway!

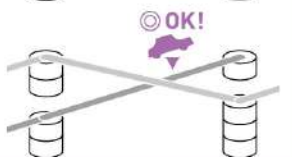
5. Conditions for Running a Car

To run a car on your highway, **the newest road you construct must cross your opponent's road [situated between two pillars]** in either of the two ways.

Crossing over a road that has no roads above it.



Crossing under a road that has no roads below it.



You may run 1 car for each road you cross following these rules. You may locate your car at any part of the newly constructed road. **You may choose to extend a road without meeting the conditions for running a car.**

[Caution]

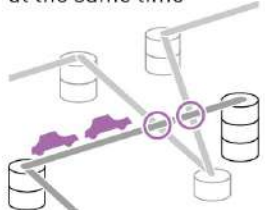
- You may not run a car for crossing your own road.
- You may not run a car on already constructed roads in previous turns.

[Example 1]

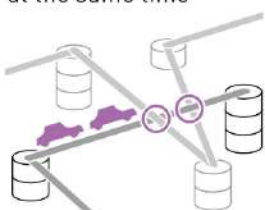
Run your cars efficiently to gain the upper hand!

If your road crosses multiple roads, **you may run multiple cars depending on the number of roads crossed.**

crossing over two roads



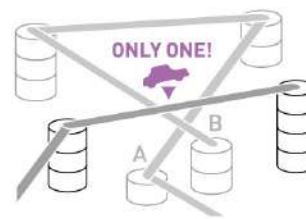
crossing over & under at the same time



[Example 2]

Please check if your road meets the conditions.

Your road crosses over two of your opponent's roads, but [A] is already crossed over by [B]. **The only road that has no roads over it is [B]**, so the number of car you can place here is just 1.



6. Constructing a Junction

The yellow pillar is called **the junction**. When "3-① Constructing a Pillar" as a junction, you may do the following.

① Increasing or decreasing the height of the pillar by any number

Locate a yellow at the top of the pillar. **You may increase or decrease the height of the pillar regardless of the height of the base point (same height also possible). However, you need to have at least one gray pillar beneath the yellow junction pillar. You may only construct a pillar of one more or less stories as usual in the following turn (you may choose to construct a junction consecutively in the following turn, in which case you may freely choose the height of the pillar again).**

Be careful, if the road angle is too steep you'll have trouble locating cars!

② Branching out to two-ways

You may branch out your highway to two ways from a junction. You may do this the turn after, or at any of your turns during the game. You may only branch out once from a junction.

7. Constructing Exit to Highway

If you can ground a road safely to the table, you have created an **exit to your highway**. You may place an additional car as **bonus point on the exit road**. If your road crosses your opponent's road while grounding following the conditions in 5, you may run multiple cars on the road. **You may not start a new road from the exit**, so it needs to be used at the end of the game, or with junctions.

8. Penalty

If you drop your opponent's cars, pillars, or roads during game, **you must hand over your pillars (gray or yellow) to your opponent as penalty.** You must offer a number equivalent to the pieces you dropped. The game proceeds only after the parts are fixed by the player responsible for the destruction. There is no penalty for dropping your own pieces.

9. End of the Game

When all 10 cars are placed on the highway

The first player to finish all 10 cars is the winner.

When construction materials run out

If you are short of construction materials, **the opponent goes on to finish next turn.** If the opponent completes the turn with no penalty, the player with no more construction material is the loser.

10. Simple Rules for Children

Changes to the following rules may make it easier for children.

- ① Reducing the number of cars
- ② Playing without junctions



CHOKING HAZARD - Small parts not for children under three years old. Use with adult supervision only.